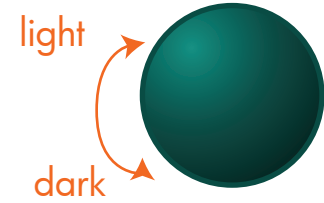
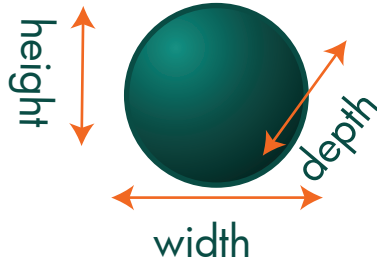
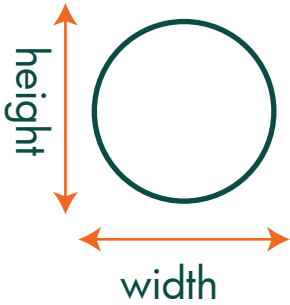
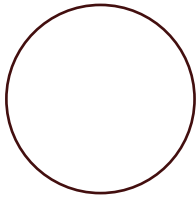
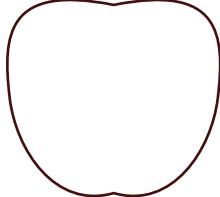
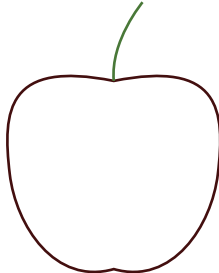
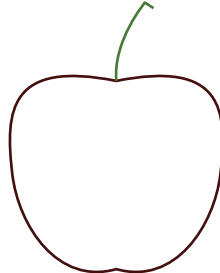
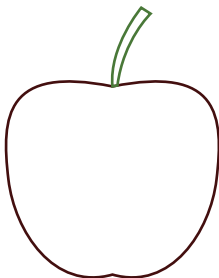
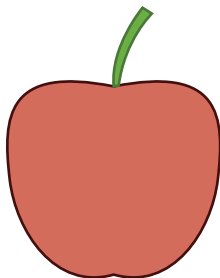
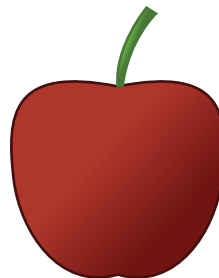
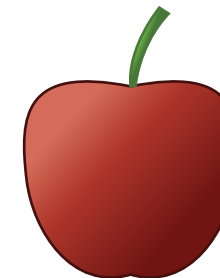


Sphere To Apple

Every 3-D shape has three dimensions: width, depth and height. For example, compare the circle and the sphere. A sphere has *depth*, which a 2-D circle does not have. Let's use this knowledge to draw a 3-D apple.



Shading (effect of light):
goes from light (presence of light)
to dark (absence of light).

 <p>Let's start with a circle.</p>	 <p>Now change the circle so it has an apple-like shape.</p>	 <p>Draw a small curve for one side of the stem.</p>	 <p>Add the top of the stem.</p>
 <p>Add the other side to form the stem.</p>	 <p>Color the apple red and add green to the stem.</p>	 <p>Add a darker red to the bottom of the apple and dark green to the stem.</p>	 <p>Add a lighter red at the top, and softly blur one color into another.</p>